Grace Tang

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Education

University of California, Berkeley *Berkeley, California* Aug 2022 – Dec 2025

- B.S. Electrical Engineering and Computer Sciences, GPA: 3.9
- Berkeley Regents' and Chancellor's Scholar, Cal Alumni Association Leadership Scholar, Dean's List
- Coursework: Algorithms, Data Structures, Operating Systems, Computer Security, Deep Learning, Machine Learning, Machine Structures, Probability and Random Processes, Abstract Linear Algebra, Discrete Mathematics and Probability Theory
- Qualifier for American Invitational Mathematics Examination (Top 5% of 50,000 AMC test-takers)

Experience

Jane Street Capital Jun 2025 – Aug 2025

Quantitative Trading Intern *New York City, New York*

- Trained models using Python to predict various equity metadata values from market data
- Leveraged data analysis techniques and feature engineering to improve performance of linear regression models and gradient boosted trees

PEAK6 Capital Management Jun 2024 – Aug 2024

Quantitative Trading Intern *Chicago, Illinois*

- Learned about options theory through comprehensive education program, investigated and presented options trading strategy
- Conducted data analysis with Python to predict future options volatility

Berkeley Artificial Intelligence Research Lab Aug 2023 – Jun 2024

Machine Learning Researcher | *Python* *U.C. Berkeley, California*

- Worked under Prof. Sergey Levine @ Robotic Artificial Intelligence & Learning Lab (RAIL)
- Developed robotic system utilizing vision-language models and diffusion models to generalize to a variety of tasks

Roblox Corporation May 2023 – Aug 2023

Software Engineering Intern | *C#* *San Mateo, California*

- Designed and implemented backend optimizations for Roblox game updates to reduce wait times and increase server stability; decreased wait times for 99.995% of games by over 70%; prevents server crashes for remaining games
- Wrote APIs to interact with game update client, allowed for full-universe migration with a single button click

Publications & Projects

KALIE: Fine-Tuning Vision-Language Models for Open-World Manipulation without Robot Data

- Accepted first-author paper to 2025 IEEE International Conference on Robotics and Automation (ICRA)
- Built data generation pipeline leveraging open-source diffusion models to create a diverse 500-image dataset from 50 starting images; allows robot to solve tasks from only 50 original expert-annotated datapoints

Renjie Poker | *ReactJS, CSS*

- Built webapp to play a poker-like card game; implemented UI, dealer logic, and statistic-tracking
- Leveraged AI-first development to speed up implementation, testing, and deployment

SET Solver | *Swift, Python, UIKit, OpenCV, PyTorch, CoreML*

- Built iOS machine learning application to find matches in the pattern-recognition card game SET from image
- Utilized OpenCV to create Python card-classifying program, then implemented YOLOv5 object detection algorithm to expand use cases

Skills

Programming Languages: Python, Java, C, C++, C#, Swift, JavaScript, SQL, R, HTML, LaTeX
Libraries & Frameworks: OpenCV, NumPy, Matplotlib, PyTorch, CoreML, CreateML, Roscore

Affiliations & Other Activities

Club Involvement: Machine Learning @ Berkeley Member, Eta Kappa Nu (EECS Honor Society) Member, Poker@Berkeley President, Traders@Berkeley Member
Hobbies: Climbing, poker, and solving puzzles (I am especially fond of MIT's Mystery Hunt & the Jane Street puzzle!)